

MYSTIC INCARNATION

THE MAGIC OF SOULSHAPERS

BY LEVI PRESSNELL



DUNGEONS & DRAGONS, D&D, WIZARDS OF THE COAST, FORGOTTEN REALMS, THE DRAGON AMPERSAND, *PLAYER'S HANDBOOK*, *MONSTER MANUAL*, *DUNGEON MASTER'S GUIDE*, D&D ADVENTURERS LEAGUE, ALL OTHER WIZARDS OF THE COAST PRODUCT NAMES, AND THEIR RESPECTIVE LOGOS ARE TRADEMARKS OF WIZARDS OF THE COAST IN THE USA AND OTHER COUNTRIES. ALL CHARACTERS AND THEIR DISTINCTIVE LIKENESSES ARE PROPERTY OF WIZARDS OF THE COAST. THIS MATERIAL IS PROTECTED UNDER THE COPYRIGHT LAWS OF THE UNITED STATES OF AMERICA. ANY REPRODUCTION OR UNAUTHORIZED USE OF THE MATERIAL OR ARTWORK CONTAINED HEREIN IS PROHIBITED WITHOUT THE EXPRESS WRITTEN PERMISSION OF WIZARDS OF THE COAST.

©2016 WIZARDS OF THE COAST LLC, PO Box 707, RENTON, WA 98057-0707, USA. MANUFACTURED BY HASBRO SA, RUE EMILE-BOÉCHAT 31, 2800 DELÉMONT, CH. REPRESENTED BY HASBRO EUROPE, 4 THE SQUARE, STOCKLEY PARK, UXBRIDGE, MIDDLESEX, UB11 1ET, UK.

Not for resale. Permission granted to print or photocopy this document for personal use only.

PREFACE

Maybe you're a fan of the steps *Dungeons & Dragons* has taken this edition but want new stuff. Obviously, its current character options are broad, but some unusual ideas still remain unsupported. In any event, this document is as a reference for three new classes wielding "soul magic."

Likewise, this supplement is also intended as an update to a particular book from a previous edition. (If you don't know which one, perhaps you'll pick up on the hints included in this preface.) Vindication for some of the ideas it had would come in subsequent editions despite its weirdness. Everyone seemed to agree that the book was more balanced than core content and had strong flavor. Seeing the design principles in this edition, I thought I could successfully update it, so enjoy!

TABLE OF CONTENTS

Preface.....	1
Table of Contents	1
Soulshaper Rules: The Basics.....	3
New Race Selection: The Cyanin	4
CYANIN RACIAL TRAITS.....	4
New Race Selection: The Darkling.....	5
DARKLING RACIAL TRAITS.....	5
New Race Selection: The Vishtan	7
VISHTAN RACIAL TRAITS	7
New Class Selection: The Devoted.....	10
Quick Build	11
Class Features	11
Devoted Dedications.....	15

Devoted Soulforms.....	18
Airstep Boots	19
Design Decisions: The Devoted	19
New Class Selection: The Exemplar.....	20
Quick Build	21
Class Features	21
Exemplar Ideals	24
Exemplar Soulforms.....	28
New Class Selection: The Totemic	29
Quick Build	30
Class Features	30
Totemic Circles	33
Totemic Soulforms	36
Soulforms (Alphabetical).....	38
Feats.....	54

SOULSHAPER RULES: THE BASICS

Soulshapers make use of soulforms, magical *ki* constructs made using ancient techniques and ambient soul energy. Suitably crafting them, however, takes a reasonable expenditure of time. Each soulshaper knows a number of soulforms based on his or her class level and can create a number of these equal to his or her proficiency bonus after taking a short or long rest. Soulforms can even be empowered when they are created in this manner for additional effects; each soulshaper can empower a certain number of soulforms based on class level. Empowering or depowering a soulform happens after a short or long rest in which soulforms are created.

All soulshaper classes also use *ki* points, receiving an amount equal to their class level. These points may be invested into soulforms. Soulshapers may invest a number of *ki* points into a single soulform equal to their proficiency bonus. Once invested, the soulshaper must take a short or long rest to reassign them. Unless otherwise indicated, expended *ki* points by soulshapers are recovered after the character finishes a long rest.

If a soulform has a descriptor (such as [Evil]), the soulshaper who forms it must match that descriptor.

Soulforms interfere with other magic. For each empowered soulform a soulshaper possesses, he or she can attune to one fewer magical item.

It is generally recommended that, like magic items, Dungeon Masters not allow multiple soulforms that would occupy the same “slot” (such as the hands, head, or waist).

NEW RACE SELECTION: THE CYANIN

When soul energy is especially strong, nearby humans may find themselves transformed into cyanin. Cyanin parents also pass on this blessing to their children, though occasional individuals may be born to parents who do not possess this gift. Most cyanin now are descended from humans once part of the ancient vishtan empire, especially those who served in cities and other places where soul energy was especially prevalent. Although outsiders to an extent, most cyanin find welcome anywhere humans can be.

CYANIN RACIAL TRAITS

As a cyanin, you have the following racial traits:

- *Ability Score Increase.* Four ability scores of your choice increase by 1.
- *Size.* Cyanin are human-descended and share their physical features and shape, aside from eyes that glow with a blue or green light. Your size is Medium.
- *Speed.* Your base walking speed is 30 feet.
- *Languages.* You can speak Common and one other language of your choice (excluding a secret language like Thieves' Cant or Druidic).
- *Mystic Inspiration.* You gain 1 *ki* point. You can spend 1 *ki* point as a bonus action to grant an ally an inspiration die. Once during the next 10 minutes, your ally can expend the die when making an ability check or saving throw to roll 1d8 and add the number rolled to the result. An ally can have only one inspiration die at a time.

VARIANT CYANIN

Like humans, cyanin can be extremely flexible. If you would prefer, you can use the following racial traits for cyanins instead:

- *Ability Score Increase.* Two ability scores of your choice increase by 1.
- *Skilled.* You have proficiency in a skill of your choice.
- *Mystic Power.* You gain one of the following feats described at the end of this document: Inner Strength, Shape Soulform, or Soulful Smite.

NEW RACE SELECTION: THE DARKLING

The origins of darklings are obscure. Many think that these shadowy fey-like people are elves corrupted by contact with the Shadowfell. Others feel that they are an independent race cast out of some other plane, some of these arguing that they are the equivalent of orcs or hobgoblins in their native plane. While their superficial similarities to these races has done nothing to weaken that theory, the darklings themselves claim only soul energy as their ancestry and origin, to the confusion of many. Whatever the case, darklings are dark-skinned fey creatures with a strong connection to *ki* energy; although their tribes are small, they are fierce and powerful.

DARKLING RACIAL TRAITS

As a darkling, you have the following racial traits:

- *Ability Score Increase.* Your Constitution score increases by 2.
- *Size.* Darklings are lean and strong. Their dark skin and hair has earned them the nickname “shadow orcs,” though as fey-descended they have no apparent relation to them or goblinoids. They are typically between 5 and 6 feet tall and weigh at least 150 lbs. Your size is Medium.
- *Mystic Speed.* Your base walking speed is 30 feet. You can invest *ki* points (up to a maximum of your proficiency modifier) into yourself to increase your base walking speed by 5 feet per *ki* point. If invested in this way, you can regain invested points and lose the increased speed after finishing a long rest. You also gain 1 *ki* point.
- *Fey Ancestry.* You have advantage on saving throws against being charmed.
- *Darkvision.* You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't distinguish color in the darkness, only shades of gray.
- *Languages.* You can speak Common and Sylvan.
- *Subrace.* Two darkling subraces exist, “fierce” and “noble.” Choose one of the following below:

FIERCE

These darklings have assimilated into the material world better than their brethren, leaving behind most of their extraplanar legacy. Darklings with this heritage generally live in nomadic tribes that roam plains, forests, or other desolate areas. Some think they are searching for an appropriate homeland they cannot find, while others believe dusklings simply do not like to settle in any one place. Whatever the case, they are loyal companions and believe strongly in the bonds they form.

- *Ability Score Increase.* Your Dexterity score increases by 1.
- *Fey Vigor.* You have proficiency in the Athletics and Acrobatics skills.
- *Rampage.* If you reduce a creature to 0 hit points, you may use a bonus action to move up to one-half your current walking speed.

- *Share Pain.* When an adjacent ally takes damage, you can use your reaction to absorb some of the pain yourself. Roll 1d8. Your ally reduces the damage taken by that amount, and you take damage equal to the result rolled. The damage you take cannot be reduced in any way.

NOBLE

These darklings maintain more of their ancient heritage, still holding a measure of the magic they once had in their shadowy realms. Like all dusklings, they do not have an extremely developed civilization, but they have been known to form small towns ruled by tribal elders. They favor places where natural magic is strong, augmenting innate abilities with their environment.

- *Ability Score Increase.* Your Wisdom score increases by 1.
- *Fey Magic.* You know the *druidcraft* cantrip. Once you reach 3rd level, you can cast *faerie fire* once per day. Once you reach 5th level, you can also cast *misty step* once per day. Wisdom is your spellcasting ability for this feature.
- *Discovered Harmony.* You have proficiency in the Nature skill.

NEW RACE SELECTION: THE VISHTAN

Thousands of years ago, a race of reptilians discovered the secrets of soul magic and harnessed its power for conquest. Thanks to their magical knowledge, the vishtan required little in equipment for their soldiers, and their disciplined legions founded a continent-spanning empire. Having crushed all resistance, the vishtan began to explore other applications of soul magic, eventually learning to wield soulforms for preserving and recording knowledge of all kinds. It was the vishtan who first learned of soulshaping's connection with the power of other planes, and devoted of all kinds served the empire faithfully. These different dedications united in the empire under the Conduit of Completion, a philosophy that saw in soulforming the chance to achieve both spiritual and physical purity, regardless of one's personal ethics or ideals.

Soulforming was a carefully guarded secret in the empire, but as time passed a number of vishtan began sympathizing with the "lesser" races they ruled. Instead of the rigid philosophies of their brethren, they wanted a more individual and open approach to soulforming, and some even urged the training of other humanoid races under their control. In an effort to control these dissidents, the vishtan emperor enacted a magical ritual to purify the souls of both himself and all of his people. While many of the emperor's servants agreed with his decision, many did not and withdrew their presence as the ceremony commenced. The ritual failed, destroying the vishtan capital in a vortex of soulformed energy and breaking their power over other races. Much of the vishtan's magic was lost through the portal that was opened, and strange creatures found their way to the world for the first time.

The emperor's death and loss of the capital spurred rebellions across the empire. What was left of the vishtan people collapsed further as different factions broke away to pursue their own goals, abandoning the Conduit of Completion to the orthodox. To this day, scholars debate whether the capital's destruction was due to the emperor's mistakes or the withdrawal of so many prominent vishtan. Certainly the empire's successors do not agree on where to place blame: the taktai believe the empire could yet be resurrected if all would submit to the Conduit, while the rhekians believe their brethren's pursuit a foolish and ultimately fruitless one.

VISHTAN RACIAL TRAITS

As a vishtan, you have the following racial traits:

- *Ability Score Increase.* Your Dexterity score increases by 1.
- *Size.* Vishtan are roughly the size of most other humanoids, though it varies considerably by subrace. Taktai are tall and heavily muscled, while rhekians are slender and lithe like elves. Your size is Medium.
- *Speed.* Your base walking speed is 30 feet.
- *Languages.* You can speak Common and Draconic.
- *Subrace.* Two vishtan subraces exist. Choose the taktai or rhekian option below:

TAKTAI

The taktai are the true heirs of the erstwhile Vishtan Empire. Their narrow eyes, rigid spines, and small torso scales betray their reptilian legacy. Descended mainly from the vishtan soldiers who founded the empire with both soul and steel, the taktai tower over their rhekian brethren.

Continuing their long history of martial training, the taktai nobles have done their best to maintain the ancient empire's boundaries through force. Holding fast to the Conduit of Completion, the taktai see soulshaping as a path to spiritual perfection as well as a weapon for the powerful, using soulforms to supplement their martial might. This proud people believes that the empire can be restored, but the vishtan must put aside their divisions and pursue it through self-discipline and sacrifice. Until that day comes, they will seek to bring the rhekians and other subject peoples back into their sphere through any means necessary.

- *Ability Score Increase.* Your Strength score increases by 2.
- *Piercing Spines.* You gain a natural attack that deals 1d6 + your Strength modifier in piercing damage. You are always considered armed. If a creature attempts to grapple you, it must make a Dexterity saving throw (DC equal to 8 + your proficiency bonus + your Strength modifier) or take damage as if attacked by your spines.
- *Mystic Strength.* You gain 1 *ki* point, which can be expended to attack with your spines as a bonus action. If expended in this way, you regain this *ki* point after finishing a short or long rest.
- *Taktai Training.* You have proficiency with all martial weapons and light and medium armor.

RHEKIAN

In the ancient past, the rhekians' ancestors rebelled from the Vishtan Empire, removing the bureaucrats and scholars who held the most magical knowledge and kept its administration running smoothly. Now, the rhekians seek to make their own way in the world independent of oppression and subjugation. To the rhekians, soulshaping is a gift to be used freely and for one's joy, making the world a brighter place for all creatures, not just the vishtan. This philosophy, so at odds with the taktai's pursuit of power, makes the rhekians a targeted people within the empire's former borders. Undeterred, the rhekians pursue their independence with vigor, always ready to battle the taktai who hunt them. At a distance, rhekians are often mistaken for humans or elves. Their reptilian features are less noticeable than taktai; their most prominent are the small scales protecting their neck and other joints and thin tongues.

- *Ability Score Increase.* Your Charisma score increases by 2.
- *Rhekian Diplomacy.* You have proficiency in the Intimidation and Persuasion skills.
- *Mystic Cunning.* You gain 1 *ki* point, which can be expended to gain advantage on a single Intimidation or Persuasion check. If expended in this way, you regain this *ki* point after finishing a short or long rest.

- *Racial Knowledge.* When you make an Intelligence check, you can add double your proficiency bonus to the roll if you are already proficient. Additionally, you have a measure of ancestral combat knowledge, gaining proficiency with one martial weapon.

Primeval

Though remembered mainly through whispers and corrupted legends, some of the ancient vishtani are rumored to still live in forgotten ruins or hibernating in buried caverns, waiting for their empire to rise again.

- *Ability Score Increase.* Your Constitution score increases by 2.
- *Vishtani Training.* You have proficiency in the Athletics skill and all martial weapons.
- *Mystic Purity.* You gain 1 *ki* point, which can be expended to gain advantage on a single saving throw. If expended in this way, you regain this *ki* point after finishing a short or long rest.
- *Secrets of Antiquity.* When you make an Arcana or History skill check, you can add double your proficiency bonus to the roll if you are already proficient.

NEW CLASS SELECTION: THE DEVOTED



A human, cowl ablaze with unholy flames, calls a goblin corpse to life. The shambling creature stumbles forward, closing in on its master's adversaries.

A darkling stands over her fallen brother. With a quick celestial prayer, she closes his wounds with her own life-force, bringing him to his feet in a rush of holy power.

A reptilian dances away from entangling roots, shrugging off their efforts to ensnare him. With but a word and a gesture, he dismisses the magic animating the plants, urging his allies to continue their advance on the grove.

Devoted are champions who dedicate themselves to upholding a particular moral or ethic and empower themselves with the magic of other planes. Instead of relying on mundane items, they use soul energies to create the equipment that will help advance their cause. While some Devoted find themselves drawn to religious callings, they almost as often forsake institutionalized religion to work with individuals across faiths who share their alignment. Devoted can additionally empower their allies with the strength of their spirits. Other than these commonalities, it is hard to categorize Devoted due to the wildly divergent natures of their dedications. One thing is certain: they are among the most committed adventurers to their respective causes.

More so than other base classes in this edition (with the possible exceptions of the Cleric and Sorcerer), you must think about what kind of character you want from 1st level onward. Your choice of dedication strongly impacts everything you do, from the soulforms accessible to you to how you can support your allies to even your offensive options. Zoolytes can keep their allies fighting longer, while necrolytes can use fallen foes as expendable fodder. Additionally, although the devoted class can change quite a bit from day to day through its different soulforms, you must think carefully about the challenges you anticipate facing in order to meet them. The Devoted is, however, the master of soulforms, possessing both the largest number of general options and most versatility within them, as compared to the Exemplar and Totemic. In short, the Devoted provides almost unmatched flexibility and can fill in a number of roles within a party, but you need to plan your options ahead of time and anticipate challenges.

QUICK BUILD

You can make a devoted quickly by following these suggestions. Intelligence and Constitution should be your highest ability scores. Second, choose the sage background.

CLASS FEATURES

HIT POINTS

Hit Dice: 1d6

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per devoted level after 1st

PROFICIENCIES

Armor: Light and medium armor, shields

Weapons: Simple weapons

Tools: None

Saving Throws: Constitution, Intelligence

Skills: Choose two skills from Arcana, Deception, History, Insight, Intimidation, Investigation, Medicine, Perception, Persuasion, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) chain mail or (b) leather armor
- (a) a mace and a shield or (b) a spear
- (a) a light crossbow and 20 bolts or (b) five javelins
- (a) a scholar's pack or (b) an explorer's pack

Level	Proficiency Bonus	Class Features	Ki Points	Soulforms Known	Empowered Soulforms
1 st	+2	Sense Opposition, Devoted Dedication	1	2	-
2 nd	+2	Ki Blast	2	3	1
3 rd	+2	Ki Radiance, Dedication feature	3	3	1
4 th	+2	Ability Score Improvement	4	4	1
5 th	+3	Rapid Soulform	5	4	1
6 th	+3	Dedication feature	6	5	2
7 th	+3	Analyze Opposition	7	5	2
8 th	+3	Ability Score Improvement	8	6	2
9 th	+4	Share Radiance	9	6	2
10 th	+4	Dedication feature	10	7	3
11 th	+4	Rapid Soulform (Empowered)	11	7	3
12 th	+4	Ability Score Improvement	12	8	3
13 th	+5	Soulform Shatter	13	8	3
14 th	+5	Resilient Soul	14	9	4
15 th	+5	Dedication feature	15	9	4
16 th	+5	Ability Score Improvement	16	10	4
17 th	+6	Outsider's Body	17	10	4
18 th	+6	Dedication feature	18	11	5
19 th	+6	Ability Score Improvement	19	11	5
20 th	+6	Supreme Incarnation	20	12	5

SENSE ALLIES AND OPPOSITION

As an action, you can open your awareness to detect creatures that either share or would oppose you and your favored alignment. These creature types are dependent on your chosen alignment. If you have multiple alignment dimensions, you may select only one:

- Good or Evil: Celestials, fiends and undead.
- Chaos or Law: Constructs, elementals, fey, and monstrosities.

Until the end of your next turn, you know the location of any such creature within 60 feet of you that is not behind total cover. You know the type (such as celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the demon Thalal, for example). You can use this feature a number of times equal to 1 + your Intelligence modifier. When you finish a long rest, you regain all expended uses.

SOULFORMS

You possess the ability to create soulforms, magical *ki* constructs that grant you additional abilities. You know two soulforms at 1st level and can learn additional soulforms as you advance in levels. You can never have a number of soulforms shaped greater than your proficiency bonus.

Each time you gain a devoted level, you can forget one known soulform to learn another one.

You also gain the ability to empower soulforms when you form them at higher levels as shown on the class table. For each empowered soulform you possess, you can attune to one fewer magical item.

If your soulform requires a saving throw, the DC is equal to 8 + your proficiency bonus + your Intelligence modifier. If it makes an attack roll, your bonus is equal to your proficiency bonus + your Intelligence modifier.

When entering an anti-magic field, you must make an Intelligence saving throw equal to the creator's spell save DC for each soulform you have shaped. Failure indicates that the soulform dissolves, forcing you to reshape it later.

Once you spend *ki* points using any of your class features, you must take a long rest to recover them.

DEVOTED DEDICATION

When you take levels in this class, you pursue a path that pledges you to a particular alignment ideal, which grants you appropriate powers and determines your focus in life. Although a devoted who embraces one of the following dedications does not necessarily possess the associated alignment, such an occurrence is quite unusual, as upholding the ideal runs counter to the devoted's personal preferences. You choose the Zoolyte, Necrolyte, Anarchian, or Nomichian dedication, all detailed at the end of the class description. Your dedication determines the effects of some of your

other class features at 1st level and grants you features at 3rd level and again at 6th, 10th, 15th, and 18th levels.

KI BLAST

Beginning at 2nd level, you can unleash your *ki* energy in a soulburning explosion, dealing damage within a 30-foot radius of yourself. As an action, you may spend a number of *ki* points equal to your Constitution modifier (a minimum of 1). You may spend these points even if they are already bound in a soulform. Each hostile creature within the affected area must make a Constitution saving throw against your soulform save DC or suffer 1d8 points of damage per *ki* point spent (half damage on a successful save). The type of damage caused by this feature depends on your Devoted Dedication.

KI RADIANCE

Beginning at 3rd level, you can let your supernal power well up, giving you bonuses depending on your dedication. As a bonus action, you can empower yourself for up to 1 minute, shining with otherworldly light. For the duration of this feature, you shed bright light in a 30-foot radius and dim light out to 60 feet. You can choose the general color of this light. You also gain a bonus equal to your Constitution modifier (minimum of +1) to a particular characteristic based on your dedication.

- Good: + Constitution modifier to your Armor Class.
- Evil: + Constitution modifier to all damage rolls.
- Chaos: + Constitution modifier to saving throws.
- Law: + Constitution modifier to all attack rolls.

You can end this feature as a bonus action.

Once you use Ki Radiance, you must wait until after a short or long rest to use this feature again.

ABILITY SCORE IMPROVEMENT

Beginning at 4th level and again at 8th, 12th, 16th, and 19th levels, you can increase one ability score of your choice by 2 or increase two of your ability scores of your choice by 1. You can't increase an ability score above 20 using this feature.

RAPID SOULFORM

Beginning at 5th level, you can quickly reform one soulform you possess. As an action, you may unshape a current soulform and reshape it into a different soulform you know. Any *ki* points invested into the original soulform go back to your *ki* pool. The new soulform cannot take up an empowered soulform slot even if you have one available. Once you use this feature, you must wait until after you have completed a short or long rest to use it again.

At 11th level, you can invest *ki* into the new soulform and empower the soulform created by this feature if you have an empowerment slot free.

ANALYZE OPPOSITION

Beginning at 7th level, you gain greater understanding and insight toward the creatures that comprise your natural enemies. You gain advantage on ability checks related to the creatures that can be detected by your Sense Allies and Opposition feature.

SHARE RADIANCE

At 9th level, you can include a number of allies equal to your Constitution modifier in your Ki Radiance feature. These allies must be within 30 feet of you, and you must spend 1 *ki* point for each ally included.

SOULFORM SHATTER

By 13th level, you have learned how to dissolve an existing soulform in a blast of energy, unleashing its *ki* in a powerful vortex. As an action, you can destroy a soulform you currently possess and treat the resulting effect as a more powerful *ki* blast. Its radius increases to 60 feet, and any *ki* invested in the soulform is automatically used to empower the blast. Additional *ki* points may still be used to empower this feature. Additionally, the saving throw DC increases by 1 for each *ki* point invested into the soulform.

RESILIENT SOUL

At 14th level, you can draw on your *ki* to give you greater resilience against mental effects. As a reaction, you can spend a *ki* point to grant yourself or anyone affected by your Ki Radiance advantage on any Intelligence, Wisdom, or Charisma saving throw.

OUTSIDER'S BODY

By 17th level, you have begun to transcend the limitations of your physical body, gaining an otherworldly essence that leaves you unconcerned with some of the problems of mortality. You gain advantage on saving throws to resist poison and disease and immunity to the poisoned condition. You take no penalties for being aged and cannot be magically aged by any means.

SUPREME INCARNATION

Beginning at 20th level, you have reached the pinnacle of power and can temporarily unleash pure empowering energy. As an action, you may transform yourself into a paragon of your chosen alignment. For 1 minute, your creature type changes based on your chosen Dedication and you gain a fly speed of 30 feet. Additionally, each soulform you possess is considered to have the maximum number of *ki* regardless of the actual number of *ki* points invested until this transformation ends. You cannot use these temporary *ki* points for any feature that would consume them except for Soulform Shatter, which expends them in a burst of energy. Once you use this feature, you must wait until after you have completed a long rest to use it again.

DEVOTED DEDICATIONS

Devoted pledge themselves to a particular alignment ideal, which grants them appropriate powers and determines their character's focus. Although a devoted who embraces one of the following dedications does not necessarily possess the associated alignment, such an occurrence is quite unusual, as upholding the ideal runs counter to the devoted's personal preferences. You gain dedication features at 3rd level and again at 6th, 10th, 15th, and 18th levels.

ZOOLYTE (GOOD, LIFE, PROTECTION)

As a zoolyte, you value life and understand how to manipulate their energies. Your call is to protect your allies from harm and keep them vibrant and healthy. When you take this dedication at 1st level, your associated damage type for *ki* blast and other features is radiant. When using your Supreme Incarnation feature, you become a celestial.

Lifebond Touch: Beginning at 3rd level, you can use an action to share your life energy with others. As an action, you can touch a creature within 5 feet of you and transfer an amount of damage from that creature to yourself up to 5 x your devoted class level. As part of this action, you can expend *ki* points during this transfer. For each point expended, you reduce the amount of damage transferred by an amount equal to your Constitution modifier.

Vitality Band: At 6th level, you have resistance to poison damage and advantage on saving throws to resist disease or poison.

Therapeutic Mantle: At 10th level, your presence soothes the wounds of your allies. When an allied creature within 10 feet of you regains hit points, it may gain temporary hit points equal to your Constitution modifier.

Strongheart Vest: At 15th level, you have resistance to necrotic damage, and your hit point maximum can't be reduced.

Lammasu's Crown: Beginning at 18th level, you are permanently affected by a *protection from evil and good* spell. You can change the kind of protection offered by the spell as an action.

NECROLYTE (EVIL, DEATH, DESTRUCTION)

As a necrolyte, you have learned the secrets of necronum, a type of soul energy that can empower the dead and destroy the living. When you take this dedication at 1st level, your associated damage type for *ki* blast and other features is necrotic. When using your Supreme Incarnation feature, you become undead.

Necronum Touch: Beginning at 3rd level, you can rot creatures with a touch. As an action, you can make a melee spell attack and deal 1d8 necrotic damage + your soulshaper ability modifier. You can also expend *ki* as part of this action, adding an amount of necrotic damage equal to your Constitution modifier for each *ki* point spent. Constructs and undead are immune to this feature.

Necronum Circlet: At 6th level, you gain the ability to control an undead creature using the secrets of necronum. As an action, you can raise a nearby humanoid corpse as a skeleton or zombie (your choice). The creature follows simple orders to the best of its ability, and you can command it to move or take an action as a bonus action. This feature requires concentration, as if you were casting a spell, and the creature can persist up to 1 hour.

On creation, the creature gains a bonus on its saving throws equal to your Intelligence modifier. You can also spend *ki* points when creating this undead creature to enhance its hit points. The creature gains 5 hit points per *ki* point spent. Once you have used this feature, you must wait until after a long rest to use it again.

Necronum Shroud: At 10th level, you are empowered by the deaths of your foes. When a creature within 10 feet of you is reduced to 0 hit points, you gain temporary hit points equal to your Constitution modifier.

Necronum Mantle: At 15th level, your affinity with undeath grants you immunity to disease and poison.

Necronum Vestments: Beginning at 18th level, you radiate cold energy in battle as necronum swirls around you and protects you. Creatures that strike you with a melee attack take cold damage equal to your Constitution modifier, and you reduce the damage of all weapon attacks by an amount equal to your Constitution modifier.

ANARCHIAN (CHAOS, DESTRUCTION, FREEDOM)

As an anarchian, you crave unpredictability. Order is repressive to one's individual choices, and restrictions are so *boring*. When you take this dedication at 1st level, your associated damage type for *ki* blast and other features is psychic. When using your Supreme Incarnation feature, you become a monstrosity.

Lucky Dice: Beginning at 3rd level, you can use a bonus action to invoke luck. You can gain a bonus equal to your Constitution modifier on one of the following: attack rolls, damage rolls, or ability checks until the start of your next turn. If you spend *ki* points while using this feature, you can increase the duration of *lucky dice* by 1 round per *ki* point spent.

You can use this feature a number of times equal to 1 + your Constitution modifier. When you finish a long rest, you regain all expended uses.

Impulsive Boots: At 6th level, you have advantage on saving throws to resist being stunned or restrained.

Disenchanter's Mask: At 10th level, you can spend 3 *ki* points to cast the *dispel magic* spell. You can increase the effective spell level by adding 1 *ki* point per spell level. You cannot spend a number of *ki* points greater than your proficiency bonus on this feature.

Enigma Helm: At 15th level, you have advantage on saving throws to avoid being charmed or frightened.

Acrobat's Cloak: Beginning at 18th level, you can use an action to cast the *freedom of movement* spell. After using this feature, you must wait until after a long rest to use it again.

NOMICHIAN (LAW, ORDER, TYRANNY)

As a nomichian, you value structure and believe that everything has its proper place. When you take this dedication at 1st level, your associated damage type for *ki* blast and other features is force. When using your Supreme Incarnation feature, you become a construct.

Armguards of Disruption: Beginning at 3rd level, you can use an action to grant yourself a touch attack that destroys a certain type of creature. Choose one of the following: aberrations, celestials, fey, fiends, monstrosities, or undead. After creating these armguards, you can use an action to lay hands on a creature of the chosen type as a melee spell attack. That creature takes 1d8 + your soulshaper ability modifier force damage. You can also expend *ki* as part of this action, adding an amount of force damage equal to your Constitution modifier for each *ki* point spent.

Once you use this feature, you cannot change the targeted creature type until after you finish a short or long rest.

Crystalline Helm: At 6th level, you have advantage on saving throws to avoid being charmed.

Adamantine Pauldrons: At 10th level when you take damage from a weapon attack, you can use your reaction to reduce the damage by half. As part of this action, you can also spend *ki* points, reducing the damage taken by an additional amount equal to your Constitution modifier per *ki* point spent.

Mantle of Calm: At 15th level, you can use your action to end one effect on yourself or a creature within 5 feet that is causing it to be charmed or frightened.

Spellward Shroud: Beginning at 18th level, you have advantage on saving throws against spells and resistance to damage from spells.

DEVOTED SOULFORMS

Devoted have access to the following soulforms:

Airstep Boots, Amulet of Mindguard [Chaos], Beasthandler Gloves, Bloodseeker Gauntlets [Evil], Bluewatch Bracers, Circlet of Submission [Law], Devoted Avatar [Good], [Evil], [Law], or [Chaos], Devoted Weapon [6th level], Diadem of Lifelight [Good], Fellmist Mantle [Evil], Illusionary Circlet, Mage's Lens, Mantle of Flames, Planar Panoply, Planar Ward, Sailor's Sash, Sapphire Sandals, Sighting Lens, Silvertongue Collar, Sparkpalm Gauntlets, Thief's Gloves, Truthseeker's Lens, and Windwall Wrap.

DESIGN DECISIONS: THE DEVOTED

The Devoted (as well as these other two classes) comes from an unusual place in Dungeons & Dragons. To me, the factors that defined the class in contrast to other material in 3rd edition were considered in the current 5th edition as basic design choices of flexibility and “stamina,” and the 3e version effectively had subclasses.

With that in mind, I still didn't want to create a base class that could only ever have four archetypes, so I have attempted to broaden them more than just “one end of the alignment axis” while still retaining that feel. A particular 3e prestige class was easily adaptable as one of the class options and made it just a bit narrower than “alignment class.” I also looked specifically to the Warlock for some design inspiration, as the soulforms are somewhat modeled after invocations with options for powering them up. I was also glad to incorporate another Intelligence “caster” into the game, and Constitution as a secondary mechanical score is also unique. Depending on your choice of Dedication, the Devoted is generally intended as a supportive “spell-like” class, though the class options play with the concept of support quite broadly.

The Devoted does break some new ground as an adaptation, however. Unlike the other base classes, it is absolutely loaded with class option features—6 Dedication feature levels in addition to influencing the Ki Radiance and Supreme Incarnation features and determining soulform options. Given how thoroughly alignment affected its earlier counterpart, this seemed like a faithful approach.

NEW CLASS SELECTION: THE EXEMPLAR



A halfling touches his gnome partner, emboldening her against the dragon's terror. Waving his shining mace in the air, he charges forward into the water-logged cavern.

A giant-kin plants her feet against the owlbear, standing between the creature and her allies. She sweeps forward with sparking strokes, blinding the creature in a flash of lightning.

A human raises her maul above the ground, calling on the power of the Lower Planes. A whirl of frost freezes the ground ahead, chilling the mob of kobolds and sliding them into one another.

Exemplars are martial warriors who call on soul energy to advance a philosophical ideal or cause. Like their Devoted brethren, they feel a calling beyond the mortal planes, but their goals are usually more concrete and pragmatic. Exemplars often find themselves as crusaders for ecumenical causes; while they make common ground with religions who agree with their means, they can just as easily abandon dogma as too idealized. Exemplars focus their attention much more on martial pursuits than other soulshapers, which makes them less skillful at wielding soul energy but more threatening in pitched combat. Exemplars also differ from the Devoted by their faith, deriving power from self-confidence rather than introspection.

Exemplars are front-line warriors who use soul-shaping to provide additional combat power and versatility. Your *ki* provides effective offensive and defensive power, while Extra Attack and Exemplar

of War help you keep up with other warriors. Your Share Exemplar Defense feature gives your allies some support, making you a valuable part of defensive formations. You even gain the power to use elemental energy to empower your strikes and debilitate your enemies. Your limited soulshaping means that you must choose your soulforms carefully, but they can give you options other martial classes have trouble matching.

QUICK BUILD

You can make an exemplar quickly by following these suggestions. Constitution should be your highest ability score, followed by Charisma. Second, choose the soldier background.

CLASS FEATURES

HIT POINTS

Hit Dice: 1d10

Hit Points at 1st Level: 10 + Constitution modifier

Hit Points at Higher Levels: 1d10 + Constitution modifier per exemplar level after 1st

PROFICIENCIES

Armor: All armor and shields

Weapons: Simple weapons, martial melee weapons

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two skills from Athletics, History, Insight, Intimidation, Investigation, Medicine, Perception, Persuasion, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) chain mail or (b) leather armor
- (a) a martial melee weapon and a shield or (b) two martial weapons
- (a) a light crossbow and 20 bolts or (b) five javelins
- (a) a dungeoneer's pack or (b) an explorer's pack

Level	Proficiency	Class Features	Ki	Soulforms	Empowered
-------	-------------	----------------	----	-----------	-----------

	Bonus		Points	Known	Soulforms
1st	+2	Sapphire Smite	1	1	-
2nd	+2	Exemplar Ideal	2	1	-
3rd	+2	Azure Avoidance	3	2	-
4th	+2	Ability Score Improvement	4	2	-
5th	+3	Extra Attack	5	2	-
6th	+3	Exemplar Ideal feature	6	3	1
7th	+3	Indigo Investigator	7	3	1
8th	+3	Ability Score Improvement	8	3	1
9th	+4	Exemplar Defense	9	4	1
10th	+4	Exemplar Ideal feature	10	4	1
11th	+4	Exemplar of War, Revealing Pulse	11	4	2
12th	+4	Ability Score Improvement	12	4	2
13th	+5	Share Exemplar Defense	13	5	2
14th	+5	Exemplar Ideal feature	14	5	2
15th	+5	Timeless Body	15	5	2
16th	+5	Ability Score Improvement	16	5	3
17th	+6	Exemplar Defense (Improved)	17	6	3
18th	+6	Exemplar Ideal feature	18	6	3
19th	+6	Ability Score Improvement	19	6	3
20th	+6	Iconic Paragon	20	6	3

SAPPHIRE SMITE

At 1st level, you can use your *ki* to strike down your enemies. When you hit with a melee weapon attack, you can spend a number of *ki* points up to your Constitution modifier (a minimum of 1). The attack deals an extra 1d8 weapon damage per *ki* point spent. The damage type is the same as that of the weapon used. The attack is considered magic for the purposes of bypassing damage resistances or immunities.

SOULFORMS

You possess the ability to create soulforms, magical *ki* constructs that grant you additional abilities. You know one soulform at 1st level and can learn additional soulforms as you advance in levels. You can never have a number of soulforms shaped greater than your proficiency bonus.

Each time you gain an exemplar level, you can forget one known soulform to learn another one.

You also gain the ability to empower soulforms when you form them at higher levels as shown on the class table. For each empowered soulform you possess, you can attune to one fewer magical item.

If your soulform requires a saving throw, the DC is equal to 8 + your proficiency bonus + your Charisma modifier. If it makes an attack roll, your bonus is equal to your proficiency bonus + your Charisma modifier.

When entering an anti-magic field, you must make an Charisma saving throw equal to the creator's spell save DC for each soulform you have shaped. Failure indicates that the soulform dissolves, forcing you to reshape it later.

Once you spend *ki* points using any of your class features, you must take a long rest to recover them.

EXEMPLAR IDEAL

Beginning at 2nd level, you choose an ideal to which you dedicate yourself. These ideals combine aspects of pure good, evil, law, and chaos, and your character should reflect some aspect of your chosen ideal in his or her personality. You can choose from the ideals of Justice, Freedom, Tyranny, or Slaughter. You gain additional features at 6th, 10th, 14th, and 18th levels.

AZURE AVOIDANCE

Beginning at 3rd level, you can use your *ki* to avoid damage more effectively. You can spend 1 *ki* point to take the Dodge action as a bonus action.

ABILITY SCORE IMPROVEMENT

Beginning at 4th level and again at 8th, 12th, 16th, and 19th levels, you can increase one ability score of your choice by 2 or increase two of your ability scores of your choice by 1. You can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice instead of once whenever you take the Attack action on your turn.

INDIGO INVESTIGATOR

At 7th level, you can focus your attention and gain particular insight into your surroundings. As an action, you can spend 1 *ki* point to gain advantage on all Intelligence and Wisdom ability checks you make for the next 10 minutes.

EXEMPLAR DEFENSE

At 9th level, you can call on the power of your faith to give you additional protection. You gain advantage on saving throws to resist the following conditions based on your ideal:

- Justice: Frightened
- Freedom: Restrained

- Tyranny: Charmed
- Slaughter: Poisoned

At 17th level, you gain immunity to the chosen condition.

EXEMPLAR OF WAR

At 11th level, your mastery of combat has improved to the point that you are an expert with weapons. When you deal damage with a weapon attack, you add an extra 1d8 damage to the roll. The damage type is the same as that of the weapon used.

REVEALING PULSE

Also at 11th level, you can use your energy to detect the presence of other creatures. You may spend 1 *ki* point as an action to gain blindsight out to 30 feet for 1 minute.

SHARE EXEMPLAR DEFENSE

Beginning at 13th level, you can use your action to touch an adjacent creature and share your Exemplar Defense feature for up to 1 minute. You can use this feature a number of times equal to 1 + your Constitution modifier (minimum of 1). When you finish a long rest, you regain all expended uses. You can never share this feature with more than 1 ally; if you use it on a different creature before the first use has expired, it automatically ends.

TIMELESS BODY

By 15th level, your dedication causes you to become an immortal bastion of your concept. You take no penalties for being aged and cannot be magically aged by any means.

ICONIC PARAGON

At 20th level, you become suffused with the power of your faith. You gain resistance to the associated damage type of your ideal. Additionally, whenever you take damage you can use your reaction to make a melee attack in response.

EXEMPLAR IDEALS

Exemplars embody less fundamental and more complex ideals than their devoted counterparts, as many of these concepts require expression in sentient thought. Exemplars generally become crusaders for their chosen ideals, leading other adventurers to uphold and fight for their particular view of how society should operate. Exemplars often find themselves as suitable servants or even allies of extraplanar creatures when celestials and fiends alike seek mortals to assist them in their endeavors.

JUSTICE [LAW, GOOD, PROTECTION]

Exemplars of Justice believe in upholding laws and protecting the weak. These exemplars are encouraged to be kind while still maintaining order in society. Exemplars of Justice are fierce foes of evil and seek to meet strength with strength. The associated damage type for this ideal is thunder.

Shield the Mild: At 2nd level, you dedicate yourself to protecting the innocent. You can use your soul energy to weave a ward of retribution around one of your allies. At the end of a short or long rest, you can choose one creature to gain temporary hit points equal to your level. Each time that creature takes damage from an attack and as long as any temporary hit points remain, the attacker receives thunder damage equal to your Constitution modifier.

If you spend *ki* points while the warded creature is within 30 feet of you, the ward refreshes and the creature gains a number of temporary hit points equal to your Constitution modifier. The ward can never have more temporary hit points than your exemplar level.

Defend the Meek: At 6th level, you respond more rapidly when your allies are in danger. Whenever an allied creature within 30 feet of you with fewer hit points than you takes damage, you may use your reaction to move up to 30 feet if you can and would use this movement to end next to your ally. This movement does not provoke attacks of opportunity.

Thundering Defense: At 10th level, when you or an ally within 30 feet of you takes thunder damage, you may use your reaction to give resistance to that instance of damage. Additionally, the creature that inflicted the damage takes the same amount of thunder damage.

Strength to Strength: At 14th level, you may add your Constitution modifier to damage rolls you make with melee weapon attacks. This feature does not work with light or finesse weapons.

Ringin' Blow: At 18th level, whenever you deal damage with your Sapphire Smite or Exemplar of War features, you may convert the extra damage into thunder damage. If you do, your opponent must make a saving throw equal to your soulform saving throw DC or be deafened for 1 round. If you spent *ki* points as part of a Sapphire Smite, the saving throw DC increases by 1 for each *ki* point spent.

You can use this feature a number of times equal to your Constitution modifier (minimum of 1). When you finish a long rest, you regain all expended uses.

FREEDOM [GOOD, CHAOS, LIBERATION]

Exemplars of Freedom believe in every creature's right to make decisions for themselves. These exemplars are benevolent yet independent, focused on fighting for good wherever they see oppression. The associated damage type for this ideal is lightning.

Aegis of Independence: At 2nd level, you dedicate yourself to the freedom of all creatures. You can use your soul energy to imbue a creature with increased movement when in danger. At the end of a short or long rest, you can choose one creature to gain your *aegis of independence*. Each time that creature takes damage from an attack, it may move up to its walking speed as a reaction. This movement does not provoke attacks of opportunity. The creature may use this feature a number of times equal to your Constitution modifier. At the end of a short or long rest or if you use this feature with another creature, any remaining uses expire.

Liberating Flare: At 6th level, when an ally within 60 feet of you is targeted by an attack, you can use your reaction to inflict disadvantage on the attack roll. You can use this feature a number of times equal to your Constitution modifier (minimum of 1). When you finish a long rest, you regain all expended uses.

Freedom's Bolt: At 10th level, whenever an ally within 60 feet of you takes lightning damage, you can use your reaction to grant them resistance and take the same amount of damage yourself. On the following round, you and your ally can use a bonus action to take the Dash action.

Streaking Slice: At 14th level, you may add your Constitution modifier to damage rolls you make with light melee weapon attacks.

Blinding Blow: At 18th level, whenever you deal damage with your Sapphire Smite or Exemplar of War features, you may convert the extra damage into lightning damage. If you do, your opponent must make a saving throw equal to your soulform saving throw DC or be blinded for 1 round. If you spent *ki* points as part of a Sapphire Smite, the saving throw DC increases by 1 for each *ki* point spent.

You can use this feature a number of times equal to your Constitution modifier (minimum of 1). When you finish a long rest, you regain all expended uses.

TYRANNY [LAW, EVIL, MIGHT]

Exemplars of Tyranny believe that power is the only true ideal and those who hold it should dominate those who lack. To these exemplars, everyone has their place—and that is usually beneath the exemplar's heel. The associated damage type for this ideal is cold.

Measured Response: At 2nd level, you dedicate yourself to cruel rigidity. Whenever an ally within 30 feet of you takes damage, you can use your reaction to grant them a melee weapon attack against the creature that just attacked them. You may use this feature a number of times equal to your Constitution modifier (minimum of 1). When you finish a long rest, you regain all expended uses.

Demand Obeisance: At 6th level, you can force your will on another creature. As an action, choose a creature within 30 feet of you that you can see and with which you can communicate. It must make a Wisdom saving throw against your soulshaper save DC or be charmed for 1 minute or until it takes

damage. While charmed, it is friendly to you and any creatures you designate. After you use this feature, you must finish a short or long rest before you can use it again.

Stygian Blast: At 10th level, you can spend 1 *ki* point as an action to freeze a 20-ft. radius around yourself for 1 minute, turning the ground into difficult terrain (or frozen solid if liquid) for 1 minute and dealing your Constitution modifier in damage to all creatures within the radius. You are not hampered by the difficult terrain. A *fireball* spell or similar amount of fire damage can destroy the frozen area and return the terrain to normal.

Crushing Blow: At 14th level, you may add your Constitution modifier to damage rolls you make with melee bludgeoning weapons.

Freezing Strike: At 18th level, whenever you deal damage with your Sapphire Smite or Exemplar of War features, you may convert the extra damage into cold damage. If you do, your opponent must make a saving throw equal to your soulform saving throw DC or be restrained for 1 round. If you spent *ki* points as part of a Sapphire Smite, the saving throw DC increases by 1 for each *ki* point spent.

You can use this feature a number of times equal to your Constitution modifier (minimum of 1). When you finish a long rest, you regain all expended uses.

SLAUGHTER [EVIL, CHAOS, VIOLENCE]

Exemplars of Slaughter love only the chaos and violence of battle. These exemplars can often be found in the forefront of wars, cackling madly as they bathe in the blood of friends and foes alike. Although the rarest exemplars, occasionally a particularly powerful demon will empower one of its servants as an Exemplar of Slaughter. The associated damage type for this ideal is acid.

Blood Calls to Blood: At 2nd level, whenever you reduce a creature to 0 hit points, you gain temporary hit points equal to your Constitution modifier.

Rampage: At 6th level, when you reduce a creature to 0 hit points with a melee attack on your turn, you may use a bonus action to move up to 10 feet and make an attack with that same weapon. You can use this feature a number of times equal to your Constitution modifier (minimum of 1). When you finish a long rest, you regain all expended uses.

Maddening Blast: At 10th level, you can use your action to cast *confusion* without consuming material components. After you use this feature, you must either spend 5 *ki* points to use this feature again or finish a long rest.

Slasher's Edge: At 14th level, you may add your Constitution modifier to damage rolls you make with slashing weapons.

Dissolving Strike: At 18th level, whenever you deal damage with your Sapphire Smite or Exemplar of War features, you may convert the extra damage into acid damage. If you do, your opponent must make a saving throw equal to your soulform saving throw DC or be paralyzed for 1 round as the acid disrupts their nervous system. If you spent *ki* points as part of a Sapphire Smite, the saving throw DC increases by 1 for each *ki* point spent.

You can use this feature a number of times equal to your Constitution modifier (minimum of 1). When you finish a long rest, you regain all expended uses.

EXEMPLAR SOULFORMS

Exemplars have access to the following soulforms:

Beasthandler Gloves, Bloodseeker Gauntlets, Bluewatch Bracers, Devoted Weapon, Diadem of Lifelight, Elemental Cincture, Fearsome Face, Gloves of the Sinful Soul, Hunter's Crown, Illusionary Circlet, Mauler's Gauntlets, Planar Panoply, Planar Ward, Sailor's Sash, Sapphire Sandals, Sighting Lens, Silvertongue Collar, Sparkpalm Gauntlets, Thunderstep Sandals, Truthseeker's Lens, and Windwall Wrap.

NEW CLASS SELECTION: THE TOTEMIC



His back to the cave wall, an elf vomits acid at the troll that threatens him. Covered in an oozing slime, he slips under the creature's claws before unleashing a burst of psychic power, driving the creature to madness.

A growling orc barks to his pack of wolves, directing them against the loggers that threaten their home. Goring the foreman with his tusks, he howls with invigorated fury.

Silver wings unfurl from her back, dwarfing the shadow that grasps at the dwarf. Her forehead shimmering with frost, the dwarf sends a ray of ice at the undead creature.

Totemics call on the soul energy of different creature types, generally appointing themselves as defenders and caretakers of the diversity of life. Their soulshaping calls this magic into non-human forms, granting them capabilities taken from their chosen creatures. Totemics who revere nature often make common cause with druids or rangers, but some see their magic as merely a way to wield monstrous powers. Others feel more kinship with the creatures they wish to be like, claiming wild areas and leading gangs of creatures to resist the influences of more “civilized” races. Some who delve too deeply into these powers might even be considered mad by the standards of most.

Like Devoted, Totemics need to think about their powers from 1st level. The Totemic Circle you choose affects what sort of abilities you can “borrow” through soulforms and how your class features will support you in battle. Totemics generally keep a soulform to provide a natural weapon, but they can gain a wide variety of other powers. Out of combat, Totemics have features to help explore the wilds and interact with creatures related to their chosen circle. Although many fear them for the powers

they display, Totemics know that part of coping with the challenges of nature is to embody them within one's self.

QUICK BUILD

You can make a totemic quickly by following these suggestions. Constitution should be your highest ability score, followed by Wisdom. Second, choose the outlander background.

CLASS FEATURES

HIT POINTS

Hit Dice: 1d8

Hit Points at 1st Level: 8 + Constitution modifier

Hit Points at Higher Levels: 1d8 + Constitution modifier per totemic level after 1st

PROFICIENCIES

Armor: Light and medium armor (totemics will not wear armor or use shields made from metal)

Weapons: Simple weapons

Tools: None

Saving Throws: Strength, Dexterity

Skills: Choose one skill from Acrobatics, Animal Handling, Athletics, Insight, Intimidation, Nature, Perception, Stealth, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) hide armor or (b) leather armor
- (a) a spear or (b) a club and a dagger
- (a) a light crossbow and 20 bolts or (b) five javelins
- An explorer's pack

Level	Proficiency Bonus	Class Features	Ki Points	Soulforms Known	Empowered Soulforms
1 st	+2	Soulforms, Unarmored Defense, Wild Empathy, Totemic Circle	1	2	-

2 nd	+2	Totemic Circle feature	2	3	1
3 rd	+2	Totem's Protection	3	3	1
4 th	+2	Ability Score Improvement	4	4	1
5 th	+3	Savage Fury	5	4	1
6 th	+3	Totemic Circle feature	6	5	2
7 th	+3	Rapid Soulform	7	5	2
8 th	+3	Ability Score Improvement	8	6	2
9 th	+4	Savage Awareness	9	6	2
10 th	+4	Totem's Strength	10	7	3
11 th	+4	Land's Stride	11	7	3
12 th	+4	Ability Score Improvement	12	8	3
13 th	+5	Savage Mobility	13	8	3
14 th	+5	Totemic Circle feature	14	9	4
15 th	+5	Rapid Soulform (Empowered)	15	9	4
16 th	+5	Ability Score Improvement	16	10	4
17 th	+6	Totem's Sanctuary	17	10	4
18 th	+6	Totemic Circle feature	18	11	5
19 th	+6	Ability Score Improvement	19	11	5
20 th	+6	Totem Embodiment	20	12	5

UNARMORED DEFENSE

Beginning at 1st level, as long as you are not wearing armor or using a shield, your Armor Class is 10 + your Dexterity modifier + your Constitution modifier.

WILD EMPATHY

Also beginning at 1st level, you gain one additional language option related to your Totemic Circle (for example, Deep Speech for Aberrant or Giant for Monstrosity). At the DM's discretion, you may instead gain a feature like the forest gnome's Speak with Small Beasts racial feature. Additionally, whenever you make a Charisma check when interacting with creatures of your Totemic Circle, your proficiency bonus is doubled if it applies to the check.

SOULFORMS

You possess the ability to create soulforms, magical *ki* constructs that grant you additional abilities. You know two soulforms at 1st level and can learn additional soulforms as you advance in levels. You can never have a number of soulforms shaped greater than your proficiency bonus.

Each time you gain a totemic level, you can forget one known soulform to learn another one.

You also gain the ability to empower soulforms when you form them at higher levels as shown on the class table. For each empowered soulform you possess, you can attune to one fewer magical item.

If your soulform requires a saving throw, the DC is equal to 8 + your proficiency bonus + your Wisdom modifier. If it makes an attack roll, your bonus is equal to your proficiency bonus + your Wisdom modifier.

When entering an anti-magic field, you must make a Wisdom saving throw equal to the creator's spell save DC for each soulform you have shaped. Failure indicates that the soulform dissolves, forcing you to reshape it later.

Once you spend *ki* points using any of your class features, you must take a long rest to recover them.

TOTEMIC CIRCLE

Beginning at 1st level, you choose a totemic circle that reflects the kinds of creature you seek to emulate. These circles determine the soulforms to which you have access and a number of your class features. You can choose from the Aberrant, Beast, Draconic, or Monstrosity circles. You gain additional features at 2nd, 6th, 14th, and 18th levels.

TOTEM'S PROTECTION

Beginning at 3rd level, you gain advantage on saving throws made to resist the abilities of creatures with the type matched by your Totemic Circle.

ABILITY SCORE IMPROVEMENT

Beginning at 4th level and again at 8th, 12th, 16th, and 19th levels, you can increase one ability score of your choice by 2 or increase two of your ability scores of your choice by 1. You can't increase an ability score above 20 using this feature.

SAVAGE FURY

Beginning at 5th level, immediately after you take the Attack action to attack with a natural weapon (such as a bite, claw, or horn), you can spend 1 *ki* point to make one additional attack with that natural weapon.

RAPID SOULFORM

Beginning at 7th level, you can quickly reform one soulform you possess. As an action, you may unshape a current soulform and reshape it into a different soulform you know. Any *ki* points invested into the original soulform go back to your *ki* pool. The new soulform cannot take up an empowered soulform slot even if you have one available. Once you use this feature, you must wait until after you have completed a short or long rest to use it again.

At 15th level, you can invest *ki* into the new soulform and empower the soulform created by this feature if you have an empowerment slot free.

SAVAGE AWARENESS

Beginning at 9th level, you can spend a number of *ki* points up to your proficiency modifier to focus your senses on the region around you. For up to 1 hour per point of Constitution bonus (minimum of 1), you know whether creatures of the following types are within 1 mile of you per *ki* point spent: aberrations, dragons, fey, or monstrosities.

TOTEM'S STRENGTH

Beginning at 10th level, you can dissolve one of your soulforms to gain advantage on your choice of Strength, Dexterity, or Constitution ability checks and saving throws for up to 1 hour. The duration of this blessing is extended by 1 hour for each *ki* point invested into the soulform.

LAND'S STRIDE

Beginning at 11th level, you gain this feature as the Ranger feature on p. 92 of the *Player's Handbook*.

SAVAGE MOBILITY

Beginning at 13th level, you can spend 1 *ki* point to take the Dodge or Disengage action as a bonus action on your turn.

TOTEM'S SANCTUARY

Beginning at 17th level, whenever a creature of your totemic circle tries to attack you, that creature must make a Wisdom saving throw against your soulshaper save DC. On a failed save, the creature must choose a different target or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes an attack against you.

TOTEMIC EMBODIMENT

Beginning at 20th level, you can cast *shapechange* without requiring material components or concentration to maintain the effect. You can only use this feature to transform yourself into a creature that matches the associated type of your Totemic Circle. After using this feature, you must finish a long rest to use it again.

TOTEMIC CIRCLES

Totemics embody the abilities of all sorts of monsters, but each circle of totemics holds a particular kind of creature in the highest regard. In attempting to more closely emulate their chosen creatures, Totemics find themselves being transformed physically and mentally by the soul energy they wield. Your choice of circle gives you an additional skill proficiency. You gain additional features at 2nd, 6th, 14th, and 18th levels.

ABERRANT

You find aberrations fascinating, their unusual capabilities making you a hyper-natural creature. This extends even to your mind, giving you the ability to inflict temporary madness on your foes.

Otherworldly: You gain proficiency in the Deception skill.

Aberrant Backlash: At 2nd level, you can call on aberrant energy to strike back against your foes. When a creature within 30 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Wisdom saving throw. The creature takes 2d8 psychic damage on a failed saving throw and half as much damage on a successful one. You can use this feature a number of times equal to your Constitution modifier. You regain all expended uses when you finish a long rest.

Brainthrust: At 6th level, you can insert yourself into the minds of other creatures. As an action, choose one creature that you can see within 60 feet of you. That creature must make a Wisdom saving throw against your soulshaper save DC. On a failure, you can read its surface thoughts as long as it remains within range for up to 1 minute. During this time, you can use your action to end this effect and cast the *suggestion* spell without using material components. The creature automatically fails its saving throw against this use. Once a creature has successfully saved against this feature, it is immune to any further use until 24 hours have passed. After using this feature, you must wait until after you finish a short or long rest to use it again.

Psychic Confusion: At 14th level, you can drive other creatures to madness. As an action, you can spend 5 *ki* points and cast *confusion* without requiring material components. Creatures affected must make a Wisdom saving throw against your soulshaper save DC or act randomly according to the table.

Aberrant Thrall: At 18th level, you can crush the minds of others to bring them under your control. As an action, you can touch one incapacitated humanoid. That creature is charmed by you until a *remove curse* spell is cast on it, the charmed condition is removed, or you use this feature again. If the creature is within 30 feet of you, you have resistance to psychic damage, and this creature takes the same amount of damage whenever you take psychic damage.

BEAST

You appreciate animal kind the most. Your reverence for nature is simpler, perhaps, than other totemics, but you can make common cause with them and call them as your allies.

Beastfriend: You gain proficiency in the Animal Handling skill. If you would gain proficiency from some other source, you can double your proficiency modifier when using this skill.

Charm Beasts: Starting at 2nd level, you can use an action to command obeisance from all beasts within 30 feet of you. They must make a Wisdom saving throw or be charmed by you for 1 minute or until they take damage. While charmed, these beasts are friendly to you and any other creatures you designate. After using this feature, you must finish a short or long rest before you can use it again.

Nature's Fury: Starting at 6th level, when you take the Attack action to attack with a natural weapon, you may immediately make 1 additional attack with the same natural weapon as part of your action. You can use this feature a number of times equal to your Constitution modifier. You regain all expended uses when you finish a long rest.

Bestial Vigor: Starting at 14th level, if you hit with a natural weapon attack you can use a bonus action to regain 1d8 hit points. You can use this feature a number of times equal to your Constitution modifier. You regain all expended uses when you finish a long rest.

Command Beasts: At 18th level, you can use a bonus action to verbally command any creatures charmed by your Charm Beasts feature.

DRACONIC

The might of dragonkind calls to you, granting you a measure of their elemental power and fury. Others throw themselves on your mercy as your draconic energy compels submission.

Awesome Presence: You gain proficiency in the Intimidation skill.

Draconic Wrath: Beginning at 2nd level, you can invoke the power of dragons to destroy your opponents. When you deal cold, fire, lightning, or poison damage, you can choose to deal maximum damage instead of rolling. You can use this feature a number of times equal to your Constitution modifier. You regain all expended uses when you finish a long rest.

Draconic Scales: Beginning at 6th level, you gain improved defense against the damage dealt by certain types of dragons. After taking a short or long rest, choose one of the following damage types: cold, fire, lightning, or poison. You may spend 1 *ki* point to gain resistance to this type for 1 hour. Additionally, when you deal damage of this type, you may add your Constitution modifier to the number rolled.

Draconic Flight: At 14th level, you can use a bonus action to sprout a pair of draconic wings from your back, gaining a flying speed equal to your current speed. They last for a number of hours equal to your Constitution modifier. You can dismiss them as a bonus action on your turn. You can't manifest these wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest it. After using this feature, you must wait until after you finish a short or long rest to use it again.

Draconic Terror: At 18th level, you can frighten nearby creatures by drawing on draconic energy. As an action, you can cause each creature in a 60-foot radius to make a Wisdom saving throw against your soulshaper save DC. Creatures that fail are frightened by you for a number of rounds equal to your Constitution modifier (minimum of 1). A creature that succeeds on this saving throw is immune to this feature for 24 hours. After using this feature, you must wait until after you finish a long rest to use it again.

MONSTROSITY

Where others find unusual creatures frightening, you see them as awe-inspiring. The magic you wield has made you more flexible and resilient. Who hasn't benefitted from having an extra limb or two?

Survival Instincts: You gain proficiency in the Survival skill.

Monstrous Mien: Your affinity with monstrosities makes your physical form more malleable. At 2nd level, you can magically change your physical appearance as if you used the *alter self* spell. You can use this feature a number of times equal to your Constitution modifier. You regain all expended uses when you finish a long rest.

Hybrid's Fury: Starting at 6th level, when you take the Attack action to attack with a natural weapon, you may immediately make 1 additional attack with a different natural weapon as part of the same action. You can use this feature a number of times equal to your Constitution modifier. You regain all expended uses when you finish a long rest.

Magical Monstrosity: Starting at 14th level, you have advantage on saving throws against spells and resistance against the damage of spells.

Monstrous Blow: Starting at 18th level, you can deal damage even more effectively with your totemic abilities. When you roll damage with a natural weapon and roll the highest number possible on any of the dice, you can choose one of those dice, roll it again, and add that additional roll to the damage. You can use this feature only once per turn.

TOTEMIC SOULFORMS

Totemics have access to the following soulforms:

Basilisk Mask, Beasthandler Gloves, Behir Choker, Bloodape Claws, Brassbellow Mask, Bulettestep Boots, Caustic Claws, Caustic Slime, Choker's Grasp, Cloaker's Cape, Dragonfire Choker, Dragontail Band, Dreadsoul Shell, Frostrime Helm, Gibbering Maw, Girallon Gloves, Heart of Fire, Hunter's Crown, Hunter's Talons, Kraken Cloak, Manticore's Mantle, Mask of the Chimaera, Necrotic Gaze, Offal-Stench Hide, Poisonous Spittle, Ragefangs, Rampager's Pelt, Raptor Mask, Spiraling Horns, Totemic Avatar, Ursine Greaves, Worg's Pelt, Wyvernsting Belt, Yrthak's Mask

SOULFORMS (ALPHABETICAL)

The following is a list of soulforms presented in alphabetical order. Each soulform has appropriate descriptors listed that may restrict which soulshapers may have access to it.

AIRSTEP BOOTS – D

You gain proficiency in the Acrobatics skill. You can also use a bonus action to fly up to 10 feet per each *ki* point invested. You must land on solid ground at the end of this movement.

Empowered: Your current walking speed can be used to fly, but you must land at the end of your movement or you fall out of the sky.

AMULET OF MINDGUARD [CHAOS] – D

You gain resistance to psychic damage. When you make an Intelligence, Wisdom, or Charisma saving throw, you may expend 1 *ki* point invested in this soulform to add your proficiency modifier to the roll (or double your proficiency modifier if you are already proficient).

Empowered: Your thoughts cannot be read by magical means, and any creature that uses a divination spell on you must make a Charisma saving throw against your soulshaper save DC or receive psychic damage equal to your soulshaper level.

BASILISK MASK [MONSTROSITY] – T

You gain darkvision out to 30 feet. If you already have darkvision, its range increases by 30 feet. This range is increased by 15 feet per *ki* point invested.

Empowered: As an action, you can focus your gaze on a creature within 60 feet of you and attempt to turn that creature to stone. The creature must make a Constitution saving throw against your soulshaper save DC or be petrified for 1 round. The save DC is increased by 1 for each *ki* point invested in this soulform. Once a creature has successfully saved against this feature, it is immune to any further use until 24 hours have passed.

BEASTHANDLER GLOVES – DET

You gain proficiency in the Animal Handling skill. You also gain a bonus on attack and damage rolls while mounted equal to the number of *ki* points invested.

Empowered: While mounted, you can use a bonus action to take the Dodge action or spur your mount to take a Dash action.

BEHIR CHOKER [DRACONIC OR MONSTROSITY] – T

You gain advantage on Strength checks to move an object or resist being moved (such as when you are shoved or tripped). You also gain a bonus on Strength ability checks equal to the number of *ki* points invested.

Empowered: As an action, you can breathe lightning in a 30-foot line. This deals 1d4 lightning damage per *ki* point invested. Creatures within the line can make a Dexterity saving throw for half damage.

BLOODAPE CLAWS [BEAST] – T

When you would be reduced to 0 hit points but not killed outright, you can instead choose to remain conscious and keep fighting. You make death saving throws as normal, dying on 3 failures or falling unconscious when you stabilize. You also gain 2 hit points per *ki* point invested in this soulform.

Empowered: You grow wicked claws, gaining a melee attack that deals your Dexterity modifier in slashing damage (minimum of 1). You can also use a bonus action to make an additional claw attack. This damage increases by 1d4 per *ki* point invested. If you have any *ki* invested in this soulform, these claws count as magical for the purposes of overcoming damage resistance.

BLOODSEEKER GAUNTLETS [EVIL] – DE

You gain proficiency in the Athletics skill. You also gain a bonus to melee attack rolls equal to the number of *ki* points invested.

Empowered: Whenever you take the Attack action, you can make one additional weapon attack as a bonus action.

BLUEWATCH BRACERS – DE

You gain advantage on Initiative checks. You also gain a bonus to melee damage rolls equal to the number of *ki* points invested.

Empowered: Allies within 30 feet of you also gain advantage on Initiative checks.

BRASSBELLOW MASK [DRACONIC] – T

You gain proficiency in the Intimidation skill. You can spend *ki* points invested in this soulform to cast the *thunderwave* spell.

Empowered: As an action, you can choose one creature within 60 feet of you. That creature must



make a Constitution saving throw or be stunned for a number of rounds equal to the number of *ki* points invested into this soulform. On its turn, the creature can use its action to repeat this saving throw. Once a creature has successfully saved against this feature, it is immune to any further use until 24 hours have passed.

BULLETSTEP BOOTS [DRACONIC OR MONSTROSITY] – T

You gain advantage on Acrobatics or Athletics checks related to jumping, landing, or tumbling. Your jump distance increases by 5 feet for each *ki* point invested in this soulform.

Empowered: You gain tremorsense out to 30 feet. Its radius increases by 10 feet per *ki* point invested in this soulform.

CAUSTIC CLAWS [ABERRANT OR MONSTROSITY] – T

You gain resistance to acid damage. Your current walking speed also increases by 5 feet per *ki* point invested.

Empowered: You grow dagger-like claws, gaining a melee attack that deals your Dexterity modifier in slashing damage (minimum of 1). You can also use a bonus action to make an additional claw attack. Each *ki* point invested adds 1d4 acid damage to your claw attacks. If you have any *ki* invested in this soulform, these claws count as magical for the purposes of overcoming damage resistance.

CAUSTIC SLIME [ABERRANT] – T

You ooze mucus from your skin, giving yourself advantage on ability checks or saving throws to avoid being grappled or restrained. Adjacent enemies that strike you with a melee attack must make a Dexterity saving throw or take 1d4 acid damage per *ki* point invested into this soulform.

Empowered: You can exude this slime as an action. Choose up to two adjacent creatures. Each creature must make a Dexterity saving throw or take acid damage equal to your Constitution modifier (minimum of 1). This damage increases by 1d4 acid damage per *ki* point invested in this soulform.

CHOKER'S GRASP [ABERRANT] – T

Your reach with melee weapons increases by +5 ft. You also gain a bonus on Stealth checks equal to the number of *ki* points invested.

Empowered: If you successfully hit with a melee attack, you can use your bonus action to start a grapple. If you begin your turn with a creature grappled, you can use your action to make an opposed Athletics check to restrain the grappled creature with a bonus to your check equal to the number of *ki* points invested. If you succeed at restraining the creature, it must make a Constitution saving throw against your soulform save DC at the end of each of its turns or it runs out of breath and begins suffocating based on the paragraph in the *Player's Handbook* on p. 183. Until the creature falls unconscious, it can still use its action to initiate an opposed Athletics check to free itself. You must have and use a free hand to keep the target restrained.

CIRCLET OF SUBMISSION [LAW] – D

You gain proficiency in the Intimidation skill. You can spend 1 *ki* point invested into this soulform to cast the *command* spell.

Empowered: You gain advantage on Insight checks. Additionally, when you use this soulform to cast *command* you can spend additional invested *ki* points to cast it at a higher spell level. Each spell level added requires 1 *ki* point spent.

CLOAKER'S CAPE [ABERRANT] – T

You gain proficiency in the Stealth skill. You can spend *ki* points invested into this soulform to create an area of magical darkness in a 15-ft. radius for up to 1 minute. This requires concentration and counts as a 1st-level spell.

Empowered: You can use the Hide action as a bonus action. If you make a successful attack roll while hidden, you can deal 1d6 bonus damage per *ki* point invested into this soulform. This bonus damage can be done no more than once per turn.

DEVOTED AVATAR [GOOD], [EVIL], [LAW], OR [CHAOS] – DE

You shape soul energy into a second body surrounding your own representative of your chosen dedication. A zoolyte, for example, might form the outline of an avenging angel, while a necrolyte could take on the faint appearance of a terrible lich. Depending on the descriptor used to shape this soulform, you gain the following abilities:



- Good: Your base Armor Class becomes 10 + your Dexterity modifier + the number of *ki* points invested. Empowered: You gain a fly speed of 30 feet. You cannot fly if you are encumbered by armor or other burdens.
- Evil: You gain a +1 bonus on damage rolls for each *ki* point invested. Empowered: You gain a fly speed of 30 feet. You cannot fly if you are encumbered by armor or other burdens.
- Law: You gain a +1 bonus on attack rolls for each *ki* point invested. Empowered: You become immune to the stunned, petrified, and restrained conditions.
- Chaos: You gain a +1 bonus on Dexterity ability checks (including Initiative rolls) for each *ki* point invested. Empowered: You can fall any distance without taking damage and may take the Dash action as a bonus action.



DEVOTED WEAPON [6TH LEVEL] – DE

You create a weapon of pure energy, giving yourself a melee weapon attack that deals 1d6 damage based on your chosen soulshaper class and archetype. The damage increases by 1d6 per *ki* point invested.

Empowered: You can add your soulshaping ability modifier to the damage rolled.

DIADEM OF LIFELIGHT [GOOD] – DE

You shed light as a torch, providing bright illumination out to 20 feet and shadowy illumination out to 40 feet. Perception checks that rely on sight have advantage within the bright area. The radius of this effect increases by 10 feet per *ki* point invested.

Empowered: Radiant or fire damage dealt within the bright illumination ignores resistance.

DRAGONFIRE CHOKER [DRACONIC] – T

You gain proficiency in the Insight and Persuasion skills. You also gain a bonus on these checks equal to the number of *ki* points invested.

Empowered: You gain a ranged spell attack that deals your Wisdom modifier in fire damage to one creature within 60 feet. This damage increases by 1d4 per *ki* point invested.

DRAGONTAIL BAND [DRACONIC] – T

You gain a draconic tail that gives you advantage on Acrobatics or Athletics checks related to balancing or swimming. This also applies to checks made to avoid falling prone. If you invest *ki* into

this soulform, you can also use a bonus action to shove an adjacent enemy. You gain a bonus on your check equal to the *ki* invested into this soulform.

Empowered: As an action, you can make a tail sweep against nearby enemies. Choose a 10-ft. cone that emanates from you. Creatures within that cone must make a Dexterity saving throw or take your Strength modifier in bludgeoning damage (minimum of 1). This damage increases by 1d6 per *ki* point invested.



DREADSOUL SHELL – T

Your skin hardens, giving you some measure of physical resilience. When you shape this soulform, you choose bludgeoning, piercing, or slashing damage. You gain resistance that damage type so long as it is dealt by nonmagical weapons. As long as you are not wearing armor, your base AC is equal to 10 + your Dexterity modifier + the number of *ki* points invested into this soulform.

Empowered: If you move at least 10 feet before making an attack roll, you can release a terrifying roar as a bonus action after you charge. Choose one creature within 30 feet of you that can hear you. That creature must make a Wisdom saving throw unless it is immune to being frightened. On a failed save, the creature is frightened of you for 1 minute or until it takes any damage. Once a creature has successfully saved against this feature, it is immune to any further use until 24 hours have passed.

ELEMENTAL CINCTURE – E

When you create this soulform, choose one of the following damage types: fire, cold, thunder, or lightning. You gain resistance to that damage type. Additionally, you gain a bonus on saving throws equal to the *ki* invested against the abilities of elemental creatures.

Empowered: Whenever your Elemental Cincture prevents damage, the energy remains stored for 1 round. On your next turn, you may use a bonus action to make a ranged spell attack against any target within 60 feet. If successful, the attack deals damage equal to that prevented by your Elemental Cincture in the previous round.

FEARSOME FACE [EVIL] – E

You gain proficiency in the Intimidation skill. You can also spend 1 *ki* point invested in this soulform to cast the *charm person* spell.

Empowered: As an action, choose one creature within 60 feet of you that you can see. That creature must make a Wisdom saving throw, unless it is immune to being frightened. On a failed save, the

creature is frightened of you for 1 minute or until it takes any damage. While frightened, the creature's speed is 0, and it can't benefit from any bonus to its speed. Once a creature has successfully saved against this feature, it is immune to any further use until 24 hours have passed.

FELLMIST MANTLE [EVIL] – D

You gain proficiency in the Stealth skill. You also gain +1 AC per *ki* point invested against attacks made by creatures who are more than 10 feet away from you.

Empowered: You can spend 1 *ki* point invested into this soulform to cast the *misty step* spell.

FROSTRIME HELM [DRACONIC OR MONSTROSITY] – T

You gain resistance to fire damage and can exist comfortably in cold temperatures without having to make ability checks or saving throws to shrug off negative effects. If you invest *ki* into this soulform, you also gain a ranged spell attack that deals 1d4 cold damage per *ki* point invested to one creature within 30 feet. If the creature takes damage, its speed is reduced by 10 feet.

Empowered: You can use your action to attempt to freeze nearby creatures. Choose up to one creature within 30 feet per *ki* point invested. Each creature affected must make a Constitution saving throw against your soulshaper save DC or be restrained for 1 round. Once a creature has successfully saved against this feature, it is immune to any further use until 24 hours have passed.



GIBBERING MAW [ABERRANT] – T

You gain a bite attack that deals 1d8 + your Strength modifier in piercing damage. You also gain a bonus on saving throws against being charmed, confused, or frightened equal to the *ki* invested.

Empowered: If you successfully hit with your bite attack, you may begin gibbering as a bonus action, inflicting an intoxicating madness on nearby creatures. All creatures within 10 feet of you must make a Wisdom saving throw against your soulshaper save DC or be treated as intoxicated for a number of rounds equal to the number of *ki* points invested into this soulform. On its turn, the

creature can use its action to repeat this saving throw. Once a creature has successfully saved against this feature, it is immune to any further use until 24 hours have passed.



GIRALLON GLOVES [BEAST] – T

Your arms thicken and lengthen, giving you advantage on checks to grapple or shove enemies. You also gain a bonus on other Strength ability checks equal to the number of *ki* invested.

Empowered: You gain a melee slam attack that deals your Strength modifier in bludgeoning damage. This damage increases by 1d6 per *ki* point invested. If you have any *ki* invested in this soulform, these claws count as magical for the purposes of overcoming damage resistance.

GLOVES OF THE SINFUL SOUL [EVIL] – E

Your hands drip with poison, giving you a melee spell attack that deals 1d6 poison damage if you successfully strike. The damage increases by 1d6 for each *ki* point invested.

Empowered: Any enemy that takes damage from this attack must make a Constitution saving throw against your soulshaper save DC. On a failure, it suffers the poisoned condition for 1 round.

HEART OF FIRE [DRACONIC OR MONSTROSITY] – T

You gain resistance to cold damage and can use the *produce flame* cantrip. The flame's illumination radius increases by 10 feet per *ki* point invested.

Empowered: Your melee weapon attacks deal an extra 1d4 fire damage for each *ki* point invested into this soulform. Any creature that touches or grapples you on its turn takes this amount of fire damage as well.

HUNTER'S CROWN – ET

You gain proficiency in the Medicine and Nature skills. You can also spend 1 *ki* point invested in this soulform to cast the spell *hunter's mark*.

Empowered: You gain blindsight out to 30 feet based on your keen sense of smell. You also gain advantage on any checks made to perceive or track creatures based on their scent.

HUNTER'S TALONS [BEAST] – T

You gain advantage on checks to grapple or restrain creatures. You also gain a bonus on damage rolls made with melee weapons equal to the number of *ki* points invested.

Empowered: You can use a bonus action to fly up to 10 feet + an additional 10 feet per each *ki* point invested. You must land on solid ground at the end of this movement.

ILLUSIONARY CIRCLET [8TH LEVEL] – DE

You learn the *minor illusion* cantrip. For each *ki* point invested, you can add one image or object to the illusion.

Empowered: You can cast the spell *silent image* at will without expending material components.

KRAKEN CLOAK [MONSTROSITY] – T

You gain a swimming speed equal to your current walking speed. You can spend *ki* points invested into this soulform to cast the *water breathing* spell but with only yourself as a target.

Empowered: You can spend *ki* points invested into this soulform to expel an inky cloud as your action. Make a ranged spell attack against a creature within 60 feet. That creature must make a Dexterity saving throw against your soulshaper save DC or be blinded for up to 1 minute. On its turn, the creature can use its action to repeat the saving throw. Underwater, treat this feature as an area of 30-foot darkness that lasts for up to 10 minutes until the water currents disperse it. Reduce the size by 5 feet for each 2 minutes it endures.

MAGE'S LENS – D

You gain proficiency in the Arcana skill. You can also spend 1 *ki* point invested in this soulform to cast the spell *detect magic*.

Empowered: You ignore class and race requirements on the use of magic items.

MANTICORE'S MANTLE [MONSTROSITY] – T

You can use a bonus action to fly up to 10 feet + 10 feet per each *ki* point invested. You must land on solid ground at the end of this movement.



Empowered: As an action, you can make a ranged weapon attack against a number of creatures equal to the number of *ki* points invested. Each target must be within 30 feet of each other. Make a ranged attack roll for each target. This attack counts as a javelin attack with a bonus on damage rolls equal to the number of *ki* points invested.

MANTLE OF FLAMES – D

Any creature that strikes you with a melee attack must make a Dexterity saving throw or take 1d6 fire damage.

The damage dealt increases by 1d6 per *ki* point invested.

Empowered: You can use an action to deal 1 fire damage to all creatures within 5 feet of you. You roll an additional 1d6 fire damage for each 2 *ki* points invested in this soulform. Affected creatures may make a Dexterity saving throw against your soulform saving throw DC for half damage.

MASK OF THE CHIMAERA [MONSTROSITY] – T

You gain advantage on Initiative checks and can no longer be surprised. You also gain a bonus on Insight and Perception checks equal to the number of *ki* points invested.

Empowered: You can cast the *alarm* spell as a ritual. You also gain either a bite or horn attack that deals your Strength modifier in piercing damage. This damage increases by 1d4 per *ki* point invested.



MAULER'S GAUNTLETS – E

You gain advantage on Athletics checks made to exercise strength, such as breaking down doors or pushing down an opponent. Additionally, your unarmed strike deals 1d4 damage per each *ki* point invested.

Empowered: You can score a critical hit on a roll of 19 or 20.

NECROTIC GAZE [ABERRANT] – T

You gain proficiency in the Insight and Perception skills. You also gain a bonus on these checks equal to the number of *ki* points invested.

Empowered: As an action, you can focus your gaze and rot your opponents' flesh. Choose one creature you can see within 60 feet of you. That creature must make a Constitution saving throw against your soulshaper save DC or take necrotic damage equal to your Constitution modifier + 1d6 per *ki* point invested.

OFFAL-STENCH HIDE [ABERRANT] – T

You gain immunity to poison and disease. You also gain a bonus on Constitution saving throws equal to the *ki* invested.

Empowered: You can use your action to spend 1 *ki* point invested in this soulform and create a nauseating cloud with a 30-foot radius centered on yourself. At the beginning of its turn, if a creature is within this cloud must make a Constitution saving throw against your soulshaper save DC or become poisoned for 1 round. This cloud lasts for 1 minute before dispersing into the atmosphere, though the smell remains for considerably longer.

PLANAR PANOPLY [8TH LEVEL] – DE

You gain resistance to your dedication's associated damage type. You also gain a bonus on weapon damage rolls against the creatures listed in your Sense Allies and Opposition feature equal to the number of *ki* points invested.

Empowered: You can cast the spell *banishment* without using material components, but only on aberrations, celestials, elementals, fey, fiends, or undead. The soulform dissolves immediately when you do this.

PLANAR WARD – DE

When you shape this soulform, choose one of the following saving throws: Intelligence, Wisdom, or Charisma. You gain advantage on saving throws of that type. You also gain a bonus on saving throws against the abilities of creatures listed in your Sense Allies and Opposition feature equal to the number of *ki* points invested.

Empowered: You can cast the spell *protection from evil and good* without using material components. The soulform dissolves immediately when you do so.

POISONOUS SPITTLE – T

You can cast the *poison spray* cantrip, except that you can choose up to one target within range for each *ki* point invested.

Empowered: Any enemy that takes damage from this soulform must make a Constitution saving throw against your soulshaper save DC. On a failure, it suffers the poisoned condition for 1 round.

RAGEFANGS – T

When you take damage from an enemy, you may use your reaction to mark that target as your enemy. If you do, you gain advantage on attack rolls against that creature and disadvantage on attack rolls against other creatures. Creatures know when they have been marked by this feature. Additionally, whenever you would be reduced to 0 hit points but not killed outright and have *ki* points invested in this soulform, you can make a Constitution saving throw with a save DC equal to 5 + the damage taken. You gain a bonus on this saving throw equal to the number of *ki* points invested in this soulform. On a success, you instead fall to 1 hit point. After making this check, you spend 1 *ki* point invested in this soulform.

Empowered: You gain a bite attack that deals your Strength modifier in piercing damage. This damage increases by 1d6 per *ki* point invested. If you have any *ki* invested in this soulform, this bite counts as magical for the purposes of overcoming damage resistance.

RAMPAGER'S PELT [MONSTROSITY] – T

You gain proficiency in the Athletics skill. You gain a bonus on these checks equal to the number of *ki* points invested.

Empowered: When moving, you can use your action to move through an opponent's space, knocking them aside and trampling them. Make an opposed Athletics check. If you are successful, you deal 1d8 bludgeoning damage, increased by 1d8 per *ki* point invested and may freely move through your target's space or spaces. You also do not provoke attacks of opportunity from this opponent for the remainder of your turn. If other creatures attempt to make an attack of opportunity as you move through your target's space, roll randomly to see whether they hit you or your trampled target. On a failure, you are instead pushed back and lose 10 feet of your remaining movement. If you do not have enough movement remaining, you instead fall prone in your square. If your target is of a larger size category than you are, it gains advantage on the Athletics check.



RAPTOR MASK [BEAST] – T

You gain proficiency in the Perception skill. You also gain a bonus on Perception checks and damage rolls made with ranged weapons equal to the number of *ki* points invested.

Empowered: If you take damage, you can use your reaction to spend 1 *ki* point invested in this soulform and reduce the damage by half. If the damage allowed a Dexterity saving throw for half damage and you succeeded on the roll, you instead take no damage.

SAILOR'S SASH – DE

You gain a swim speed equal to your current walking speed. Your swim speed increases by +5 feet per *ki* point invested.

Empowered: You can breathe underwater and take no penalties for attack rolls being made underwater.

SAPPHIRE SANDALS – DE

You can move across any liquid surface but must continue to move at least your current walking speed each round so that you do not sink. You also gain a +5-ft. bonus to your current walking speed per *ki* point invested.

Empowered: You gain the benefits of the *water walk* spell.

SIGHTING LENS – DE

You can ignore the benefits of cover when making ranged attack rolls against creatures. You also gain a bonus on damage rolls with ranged weapons equal to the number of *ki* points invested.

Empowered: You ignore any penalties for range when making ranged attack rolls. You also do not make ranged attack rolls at disadvantage when in melee.

SILVERTONGUE COLLAR – DE

You gain proficiency in the Deception skill. You also gain a bonus on Charisma ability checks equal to the number of *ki* points invested.

Empowered: You can read all languages.

SPARKPALM GAUNTLETS – DE

As an action, you can deal 1d6 points of lightning damage with a melee spell attack. The damage dealt increases by 1d6 per *ki* point invested.

Empowered: You can add the lightning damage dealt by these gauntlets to one melee weapon attack per round. This requires a successful weapon attack instead of a melee spell attack.

SPIRALING HORNS – T

You can cast *detect magic* at will. You can also spend 1 *ki* point invested into this soulform to cast *detect evil and good*.

Empowered: You gain a horn attack that deals 1d8 piercing damage + 1 per *ki* point invested.

When you shape this soulform, you may choose one of the following: aberrations, beasts, dragons, or monstrosities. You also gain a bonus on attack rolls against these creatures equal to the number of *ki* points invested.

TOTEMIC AVATAR – T

You gain advantage on ability checks when dealing with creatures related to your totemic circle. You can also spend 1 *ki* point invested into this soulform to cast *false life* as a 1st-level spell without expending material components.



Empowered: You can magically communicate with creatures related to your totemic circle so long as they have some physical ability to communicate. When you use this soulform to cast *false life*, you can also spend additional invested *ki* points to cast it at a higher spell level. Each spell level added requires 1 *ki* point spent.

THIEF'S GLOVES – D

You gain proficiency in the Sleight of Hand skill and with thieves' tools. You also gain a bonus to Dexterity ability checks equal to the number of *ki* points invested.

Empowered: You can use a bonus action to make a Sleight of Hand check, disarm a trap, or make a Use an Object interaction.

THUNDERSTEP SANDALS – E

If you move at least 20 feet on your turn before you attack, you can emit a thunderous blow, gaining 1d4 thunder damage on your next melee weapon attack. This damage increases by 1d4 for each *ki* point invested. If you use this extra damage, you grant all opponents advantage on attack rolls against you until the beginning of your next turn.

Empowered: If a creature takes damage from your *thunderstep sandals*, it must make a Constitution saving throw against your soulshaper save DC or be stunned for 1 round. The save DC increases by 1 for each *ki* point you have invested in this soul form.

TRUTHSEEKER'S LENS – DE

You gain proficiency in the Insight and Perception skills. You also gain a bonus on these checks equal to the number of *ki* points invested.

Empowered: You gain darkvision out to 60 feet. You can also cast the *see invisibility* spell, but if you do this soulform dissolves immediately.

URSINE GREAVES [BEAST OR MONSTROSITY] – T

You can move through ice, snow, and other difficult terrain at your full movement speed. You also gain a melee spell attack that deals 1d6 cold damage per *ki* point invested. If you successfully hit with this feature, the creature can't take reactions until the start of its next turn.

Empowered: If you move at least 10 feet on your turn before you make a melee weapon attack, you can throw your extra force behind the blow. You gain advantage on the attack roll but grant all opponents advantage on attack rolls until the beginning of your next turn. The damage dealt also increases by 1d6 bludgeoning damage for each *ki* point invested.

WINDWALL WRAP – DE

You gain resistance to piercing damage made by ranged weapon attacks. You can also use a bonus action to move up to 10 feet per each *ki* point invested. This movement does not provoke attacks of opportunity.

Empowered: You gain resistance to bludgeoning and slashing damage made by nonmagical ranged weapon attacks. You can cast the *wind wall* spell, but if you do this soulform dissolves immediately.



WORG'S PELT [BEAST OR MONSTROSITY] – T

You have advantage on one melee attack roll each round if your target has adjacent to it at least one creature friendly to you that is not incapacitated. You also gain a bonus on Stealth checks equal to the number of *ki* points invested.

Empowered: You gain a bite attack that deals 1d4 piercing damage + 1d4 per *ki* point invested. If you successfully hit with this attack, the creature must

make a Strength saving throw equal to your soulshaper save DC or fall prone. Creatures that are of a larger size category than you have advantage on the saving throw.

WYVERNSTING BELT [DRACONIC] – T

You grow a stinging tail that deals your Strength modifier in piercing damage and has reach. You gain an additional 1d6 poison damage for each *ki* point invested.

Empowered: Your sting can weaken enemy creatures. Enemy creatures struck by your sting must make a Strength saving throw against your soulshaper save DC or suffer from a poison that causes them to deal only half damage with weapon attacks that use Strength until this poison ends. At the end of each of its turns, the target can repeat the saving throw to end the effect. The weakening poison lasts a number of rounds equal to 1 + the *ki* invested in this soulform.

YRTHAK'S MASK [DRACONIC] – T

You can take a bonus action to gain blindsight out to 30 feet based on your sense of hearing. Its radius increases by 10 feet per *ki* point invested.

Empowered: You can focus the vibrations created by this mask to send a ray of sonic damage against a nearby target. Make a ranged spell attack against one creature or object within 60 feet. The target takes 1d4



thunder damage + 1d4 thunder damage per *ki* point invested. If the target is a creature, it must succeed on a Wisdom saving throw or have disadvantage on the next attack roll it makes before the end of its next turn.

FEATS

The following is a list of suggested feats if you would like to incorporate soulforms or some of these classes's themes on a more limited level.

Inner Strength: Your mind is stronger than that of many others, and you can will yourself to a burst of superhuman speed. You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You gain 1 *ki* point.
- You can expend 1 *ki* point on your turn to take either the Dash or Dodge action. If expended in this way, you regain this *ki* point after finishing a short or long rest.

Savage Wrestler: In battle, your animalistic fury makes you better suited to attacking grappled foes. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- When you move with a creature you have grappled, your speed is reduced by only 5 feet and not halved.
- When attacking a grappled creature, if you make a successful melee attack you deal an extra 1d8 damage.

Shape Soulform: Choose a soulshaper class (devoted, exemplar, or totemic). You learn one soulform from that class's soulform list and can shape it after finishing a long rest. If the soulform requires a saving throw, you use the appropriate ability score based on the class chosen: Intelligence for devoted, Charisma for exemplar, or Wisdom for totemic. You also gain a +1 to the associated ability score for your class. If the soulform has a level or alignment requirement, you must meet it before being allowed to select the soulform.

While using this soulform, you can attune to 1 fewer magical item than normal. You can choose to dissipate the soulform harmlessly after finishing a short or long rest. If you have invested *ki* points in your soulform, you cannot use them for other features or regain them if expended until after you finish a long rest.

Soulful Smite: You can infuse your martial strikes with extra power. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain 1 *ki* point.
- You can expend 1 *ki* point after a successful weapon attack roll to deal an extra 1d8 weapon damage. If expended in this way, you regain this *ki* point after finishing a short or long rest.

Warped Mind: Your mind is almost alien to contact, giving you the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You reduce psychic damage by 3.
- You can use your reaction to gain advantage on an Intelligence, Wisdom, or Charisma saving throw. Once you do this, you must wait until after you finish a long rest before you can do this again.